



MunchBox

Make Lunch Planning
a Collaborative Effort
Between Children,
Parents and the
Community



Presented By
Team Frying Nemo

Meet the Team



What is MunchBox?



Overview

Lunch takes up as much as half of a child's nutritional intake for the whole day. It is also the one meal which takes place outside the parents' watchful eye. As such, it is often the one meal where parents fall down on.

MunchBox is a community driven mobile application which allows interaction between parents and teachers to collectively contribute their own recipes and opinions on lunch packing for their children. Further, the application attempts to foster interaction between the child and the parent in planning and preparing healthy and fun snacks to consume throughout the day, and through that potentially educate and train them in healthy eating habits.

Research

Prior to the conceptualisation of our application, we looked up blogs, forums and applications that tackled similar problem spaces. We also conducted online research examining a variety of papers to identify prevailing concerns and what was lacking missing from the resources currently available to parents. From that we discovered that most platforms that specifically cater to kids' healthy eating habits were informative but also subjective as they were often only created by a set of individuals of a particular mindset. As such, there has never been a comprehensive children's lunch recipes database that is collectively contributed and reviewed by the parents.

With one of the team members having a younger sibling, we were able to constantly test and identify issues with lunch planning. Further, short interviews with other parents, kids and teachers at Goodstart Early Learning Brisbane helped us to identify that through interaction with the food creation process children were more inclined to eat any meals made for their lunches.

Ned Gordon (BInfTech/Psychology)

Completing my final year in a dual degree in Psychology and Information Systems. I have experience in web information systems through SQL, JSP, PHP and JavaScript, as well as experience in mobile applications using Java. I have knowledge in user experience and user interfacing through from my degree in Psychology.

Edi Cheung (BInfTech)

Third year undergraduate IT student majoring in Human Computer Interaction. I have experience in being a UX designer, and I am also confident in front-end work such as HTML, CSS, UI design, graphics and some PHP.

Wei Kelvin (BInfTech)

I study a Bachelor of Information Technology. Studied a Diploma in Information Communication Technology in Singapore Polytechnic. Experienced with android application development and its life cycle, software and hardware testing, Google's material design, Basic IOS development, Data Communication System and database management.

Jeremy Yung (BInfTech)

Studying my final semester in Bachelor of Information Technology (Human Computer Interaction). I have experience in mostly front-end development, which includes HTML, SASS, JavaScript and Angular. I also have knowledge in user experience and user interfacing.

Julian Tran (BInfTech)

Studying a Bachelor of Information Technology with a major in User Experience. I have had experience in interactive design and multimedia design having done a Diploma in Interactive Digital Media.